Scenario

Long ago that the "Dosalia" and "Gosmiene" families face in bloody and ruthless battles, so much so, that Dosalia had to repopulate their nation after a cruel war against Gosmiene that lasted two millennia where both families passed hunger.

One day in the midst of war, a vagrant rummaging through rubble, found a kind of black stone, looked like a tourmaline raw, but after focus more on it, he realized he could see his reflection on it, and after a moment, he was involved in a sandstorm result of the spell of what appeared to be a magician who was at the top of a mountain. Since then, the tramp absorbed all power that was stored in the stone that found thousands of years ago rummaging, and becoming a mighty warrior belonging to the nation of the Gosmiene.

The Great Battles of Magistar Controls

- Movement keys:
  - Up arrow or F8: Move the cursor up.
  - Down arrow or F2: Move the cursor down.
- Keys to select units:
  - Number 1: Add a unit type Warrior.
  - Number 2: Add a unit type Horse.
  - Número 3: Add a unit type Archer.
- Key to add units:
  - Space bar: Adds the selected unit.